CGP606 Artificial Intelligence For Games

# Lab 6

Two Goal Orientated AI (Utility AI) projects are provided on the SOL page. One of them, Utility\_AI, is mine, and does not fully work, sorry, so you can have a go at figuring out why and fix it, this is good learning, really. The other is called utility-ai-master and is a Unity project found on the internet. It works, but the code is hard to read and understand. If you prefer to look at this you can watch its behaviour and try to understand the code.

The choice is yours.